

**GAME BOY ADVANCE**

AGB-BPLE-USA

Archer Maclean's  
**3D POOL**

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**INSTRUCTION BOOKLET**



**IGNITION**  
entertainment

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

**THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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Archer Maclean's

# 3D POOL

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For more detailed instructions please refer to our website: <http://www.ignitionent.com>

## GAME OVERVIEW

Archer Maclean's 3D Pool is the original 3D Pool game - in true 3D and featuring three sets of rules: 8-Ball, UK Coin-Op, 8-Ball and 9-Ball US Pro. You can practice or play a single match against a friend or one of 20 computer-controlled opponents.

Or why not involve yourself in a tournament as one of eight players?

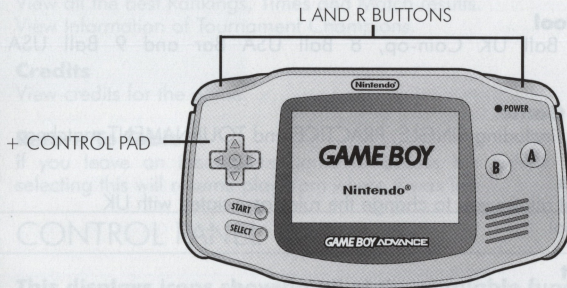
You can leave the cue and small change at home. Archer Maclean's Pool is all you need.

## GETTING STARTED

1. Make sure the POWER switch is in the OFF position.
2. Insert the Archer Maclean's 3D Pool Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
3. Turn the POWER switch ON. An intro sequence will begin automatically.

**WARNING:** Never try to insert or remove a Game Pak when the power is ON.

# GAME CONTROLS



- A Button .....Select/Ok
- B Button .....Back/Cancel
- + Control Pad .....Move pointer/Highlight selection
- START .....Return to Game Control Menu
- SELECT .....Switch pointer function
- L and R Buttons .....Rotate cue left/right

# GAME CONTROL MENU

## **Select Type of Pool**

Choose from 8 Ball UK Coin-op, 8 Ball USA Bar and 9 Ball USA Tournament rules.

## **Choose Type of Game**

There are six types, including SINGLE, PRACTICE and TOURNAMENT matches.

## **Edit 8 Ball Rules**

A simple editor that allows you to change the rules associated with UK and USA 8 ball pool.

## **Setup Trick Shot**

Arrange the balls to set up specific situations, trick shots or solve problems. This option also doubles up as a handy single-player practice mode.

## **Enter Demo Mode**

Watch two computer controlled opponents battle it out.



## Options

- You may choose to quit title sequence.
- View all the best Rankings, Times and Match results.
- View Information of Tournament Champions.

## Credits

- View credits for the game.

## Return To Table

- If you leave an incomplete game to access the GAME CONTROL MENU, selecting this will resume play from where it was left.

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# CONTROL PANEL

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**This displays icons showing all of the available functions. An icon is selected by placing the pointer over it and pressing the A Button.**

## Set Power

Determines the strength of the shot to be taken. Hold the A Button and use the +Control Pad to drag the cue to the desired position before taking a shot.

Note: can also be achieved by pressing the B Button.

## Chalk Cue

Using chalk improves the cue tip's grip on the cue ball to minimize the possibility of mis-cueing

Note: can also be achieved by pressing the B Button.



## Top Spin

Moves the cue tip impact point up from the center, to the top of the cue ball. The higher the impact point, the more top spin applied.

## Side Spin (Left)

Moves the cue tip impact point from the center to the left of the cue ball. The further to left, the more left-hand spin is applied.

## Take Shot

Press once to bring the cue ball into view, press again to take the shot (the black cross denotes the impact point of the cue and that the cue ball is ready to be hit).

Note: This can also be achieved by pressing both L and R Buttons simultaneously.

## Side Spin (Right)

Moves the cue tip impact point from the center to the right of the cue ball. The further to right, the more right-hand spin is applied.

## **Back Spin**

Moves the cue tip impact point down from the center to the bottom of the cue ball. The lower the impact point, the more back spin applied.

## **View Line**

Preview the direction in which the cue ball will travel if uninterrupted and no form of spin is applied.

## **View Q Ball**

Pressing the A Button will focus the main camera on the cue ball. A second press will rotate the view through 180 degrees.

## **Cue Left/Right**

Rotates the main camera in either direction.

Note: this can also be achieved by moving the pointer over the table and pressing the A Button in conjunction with the +Control Pad.

## **Screen Type**

Changes the position of the Control Panel between the top and left hand side of the screen.

A grayscale photograph of a pool table serves as the background for the page. A cue ball is positioned in the lower center, and a cluster of object balls is on the right side. The pool table's rails and felt are visible.

### **View Angle (Increase)**

Increases the angle between the main camera and the table.

### **View Angle (Decrease)**

Decreases the angle between the main camera and the table.

### **Plan view**

Select from various cameras situated above the table.

### **Information**

Shows the performance statistics for each player, the number of object balls pocketed legally, total number of shots played and fouls incurred.

### **Game Control**

Returns back to the Game Control Menu.

### **Zoom In/Out**

Moves the camera nearer to or further away from the action.

Note: this can also be achieved by moving the pointer over the table and pressing the B Button in conjunction with the + Control Pad. This option is also available from the vertical view of the control panel.



### **Player Status Window**

Displays the name of the player currently at the table. Also, used to display certain messages and shows which balls have been pocketed and at which pocket.

## **ADDITIONAL CONTROLS**

### **Camera Functions**

By pressing (and holding) both the L and R Buttons at the same time, a top down birds eye view can be selected. During play, the main camera can be rotated left or right by using the L or R Buttons. This proves especially helpful when used in conjunction with the VIEW LINE option when taking a shot. You can move the main camera to zoom in on any ball on the table by moving the pointer to the ball you wish to see and pressing the A Button. Press the A Button again to rotate the view through 180 degrees. Select View cue ball, to return to the normal view.

### **Placing the Cue ball**

To do this, place the pointer over the cue ball. Press (and hold) the A Button while using the + Control Pad to drag the cue ball to the desired position. **Note:** same method applies in Trick Shot mode to place any of the balls.

### **Pointer Function**

Using SELECT will allow the pointer to be altered from the default Free Roaming

mode to the Fixed mode, where the pointer will move between each option in the Control Panel only.

## **Foul**

Any player who breaks the rules of pool is penalized accordingly. One of two types of FOUL window will be displayed. The first FOUL window details the player who committed the foul, the penalty for fouling and the foul itself. The second FOUL window features the same details as the first only the fouling player's opponent has a choice related to the penalty.

## **Choose Your Color**

In 8 ball pool, if neither Player has potted a color and when a player pockets an object ball from both groups, i.e., a red and a yellow, he gets to choose which color he will continue to play.

## **Cue ball in Hand**

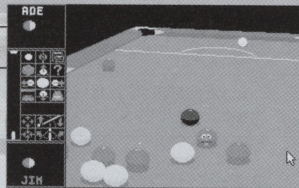
In accordance with the 8 ball UK & USA rules, the cue ball may be placed anywhere within the D line. In accordance with the 9 ball USA rules, the cue ball may be placed anywhere on the table.

## **Push Norm**

This only appears in a Player's Status window in 9 ball pool. When these two

## POOL RULES

Options are shown in a Player's Status window, it means that a player can choose to play a PUSH shot or a NORMAL shot, in accordance with the 9 ball pool rules.



### Calling the Pocket

When playing 8 Ball USA Rules, a player who has pocketed all the object balls in his group and is about to pot the 8 ball (black) must first call its destination pocket.

### 8 Ball UK Coin-op

The game is played on a rectangular 6 pocket table with 15 balls plus a cue ball. Balls comprise of two groups: 7 red and 7 yellow. These are known as object balls plus the 8 ball, which is black.

The player who pockets all the object balls in his group and then legally pocketing the 8 ball (black) wins the game.

### 8 Ball USA Bar

The game is played on a rectangular 6 pocket table with 15 balls plus a cue ball. Balls comprise of two groups: 7 red and 7 yellow. These are known as object balls

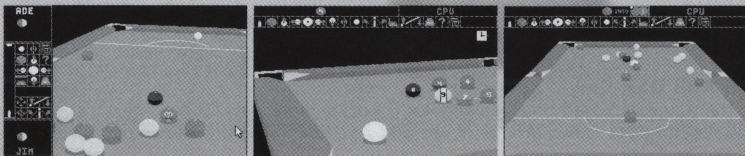
plus the 8 ball, which is black.

The player who pockets all the object balls in his group and then legally pocketing the 8 ball (black) in a designated pocket wins the game. The cue ball can only be placed behind the white line if a foul occurs during the break.

### **9 Ball USA Tournament**

The game is played on a rectangular 6 pocket table with 9 object balls numbered 1 through 9 and a cue ball.

The player legally pocketing the 9 ball wins the game.





## CREDITS

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